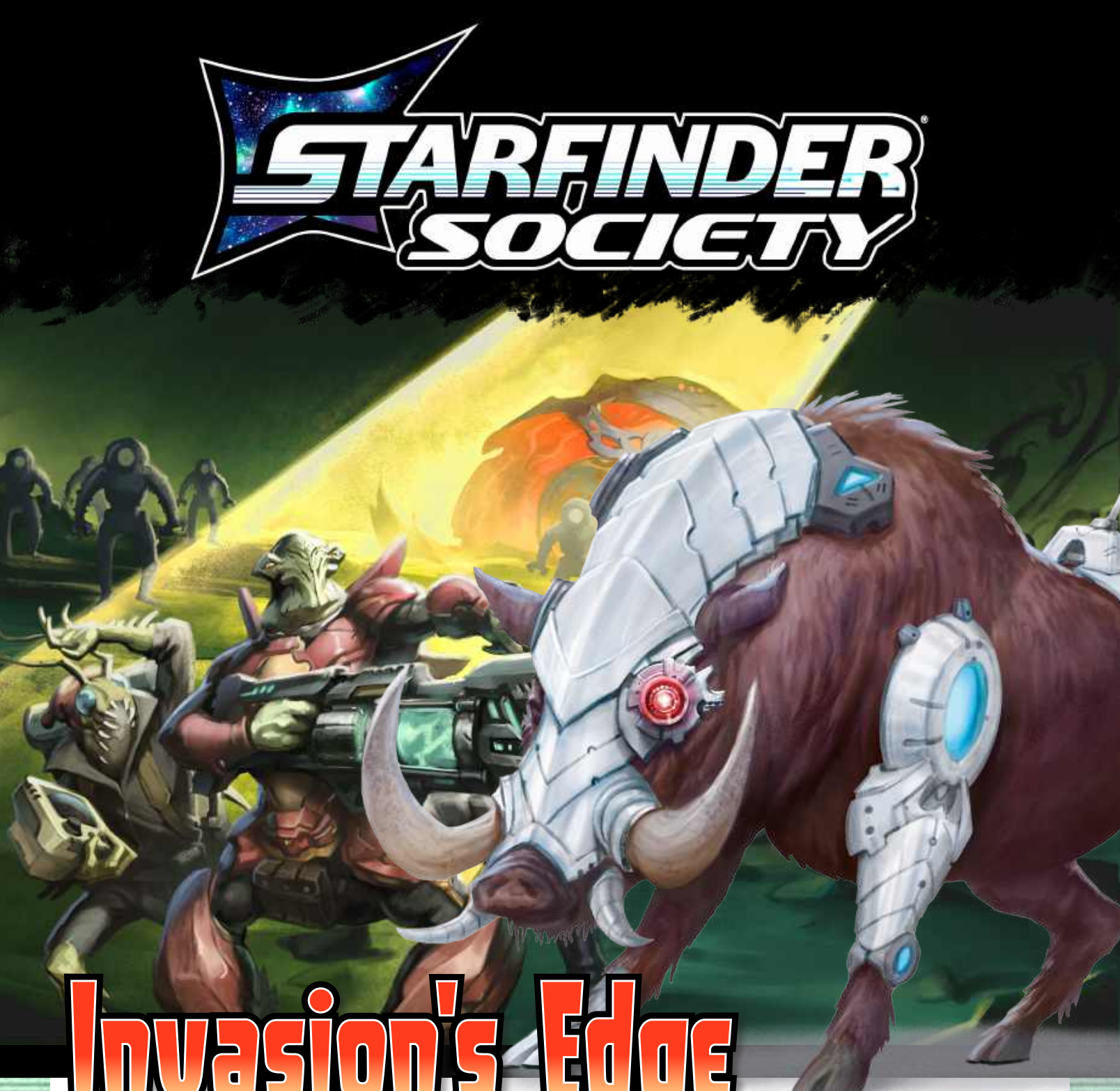

Invasion's Edge

SCENARIO: #1-04
LEVELS: 1–2

THE GREAT ABSALOM RELAY

By Alex Speidel

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HOW TO PLAY

PLAY TIME: 2–3 HOURS

LEVEL: 1–2

PLAYERS: 3–6

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Invasion's Edge

THE GREAT ABSALOM RELAY

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Urban Sprawl*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society Second Edition* at https://lorespire.paizo.com/

SUMMARY

The PCs represent the Starfinder Society in the Great Absalom Relay! Throughout the event, they chat up and show off to the live audience to raise funds for charity, while participating in a relay race at famous hot spots across Absalom Station. At each location, the Starfinders participate in a challenge, obstacle, or competition, collecting a special token upon completing a challenge (and earning Relay Points to represent their success and standing in the race). The Great Absalom Relay ends where it began, at Jatembe Park, in front of a live audience. Here, the PCs overcome a challenge that's been sabotaged by their rivals, and—hopefully—win the relay.

THE GREAT ABSALOM RELAY

By Alex Speidel

ADVENTURE BACKGROUND

Absalom Station is the heart of the galaxy thanks to the *Starstone Reactor* at its core, which acts as a hub for Drift travel. But life as a member of the Pact Worlds isn't always easy! Over the past decade, the Pact Worlds have been hit by disaster after disaster, culminating in the recent explosion of the planet Aucturn, in truth a cosmic womb that birthed a nascent godling known as the Newborn. Representatives from the Absalom Station Foundation are hosting a live-streamed charity event to aid those affected by tragedy. This event is the Great Absalom Relay, and it's shaping up to be the hottest charity event of the year, with viewers from throughout the Pact Worlds and Near Space tuning in.

The goal of the Absalom Station Foundation is to "enrich the lives of all citizens of Absalom Station and help the countless refugees who take shelter within its walls." The purpose of the relay is to highlight some of the iconic locations in Absalom Station, entertain the station's citizens, and raise funds via corporate donations, live viewer chats, vidfeed ads, and betting pools. Proceeds from the charity event go to renovate one of the lowest levels of Absalom Station's Spike, clearing away refuse and detritus to construct a thousand living suites for Absalom Station's unhoused population. The livestream of the event tracks the funds earned in real-time, adding additional living suites and community features with every major funding milestone.

A dozen of Absalom Station's most prominent factions, organizations, and corporations have been invited to participate in the Great Absalom Relay, with each putting forth one team as competitors in the event. Among these groups is the Starfinder Society! The PCs have volunteered to be on this team.

GETTING STARTED

The PCs have been chosen to represent the Starfinder Society in the Great Absalom Relay, a live-streamed charity event benefiting Absalom Station's unhoused population. They've gathered at Jatembe Park for the opening of the race, already wearing their team uniforms and equipped with their usual adventuring gear. The PCs already know the information about the relay in the adventure background above.

Read or paraphrase the following declaration by Rick Molbrun, the event's host and a former newscaster, to begin the Great Absalom Relay.

"Hello, Pact Worlds! Rick Molbrun here, broadcasting live from Jatembe Park. A green space at the heart of Absalom Station, its greenery provides a welcome respite for the citizens of this unmoored city. Today, it's also the starting line for a race like never before."

"Twelve teams will embark on a race around the station, each sponsored by a different organization. Whether they're representing a megacorp like AbadarCorp, a military faction like the Stewards, or a special-interest group like the Arcanamirium, they'll all need to solve clues, complete challenges, and race to be the first to cross the finish line. The prize? Fame, glory, and the first-ever relay medal. This is... The Great Absalom Relay!"

WHERE IN THE UNIVERSE?

This adventure showcases several famous locations on Absalom Station, including Jatembe Park, the Lorespire Complex, the Freemarkets, Little Akiton, a high-end restaurant called Perfexion, and an arcade called the Click-Clack Club. For more on Absalom station, see *Starfinder Galaxy Guide* pages 82-85.

ABSALOM STATION

The Nexus

Gravity normal (artificial); **Atmosphere** normal (artificial)
Day 24 hours (artificial); **Year** 1 year

The magical *Starstone* acts as a powerful Drift beacon, attracting starships from all over the galaxy to Absalom Station, a bustling trade hub full of alien culture, adventure, and opportunity. Orbiting the Sun where the missing planet of Golarion once was, Absalom Station is a safe harbor from the galaxy's dangers and the seat of government for the Pact Worlds.

As the crowd cheers and the camera drone zooms out, Rick Molbrun drops his smile and turns to face the twelve teams arrayed on stage. Each team is dressed in matching clothes, whose colors complement their tastefully-emblazoned sponsoring organization's logo. "Are you ready to go, racers? We'll have one final review of the rules and then we'll move onto team interviews.

"On my mark, you'll run over to your packs to get your first clue. You'll need to figure out which Absalom Station landmark the clue is guiding you to, get there, and then complete a task. Once you do, you'll get your next clue, and so on, until you come back here for the final gauntlet, which is the last stage of the relay. The first team to complete the gauntlet and cross the finish line wins! Remember, each of you needs to complete at least two tasks before the final gauntlet or you'll incur a time penalty, but it's up to you which of you completes each task. And don't forget, we're live! Smile, perform, have fun—let's put on one hell of a show! It's all for charity, after all."

As the competitors hustle off stage, **Venture-Captain Arvin** (friendly male damaya lashunta mentor) waves the PCs over. He thanks them for agreeing to participate in today's event for charity and offers to answer any last-minute mechanical questions before the race begins. Arvin does not expect the PCs to win the Relay, he simply hopes they'll perform as well as they can and use their heroism to raise money for charity.

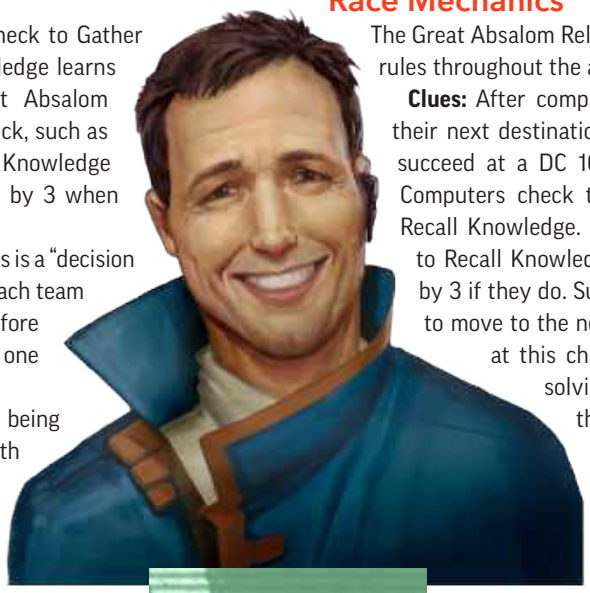
Diplomacy (Gather Information) or Society (Recall Knowledge)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information or Society check to Recall Knowledge learns the following information about the Great Absalom Relay. A PC can substitute a relevant Lore check, such as Absalom Station Lore or Media Lore, to Recall Knowledge in place of the listed skills, reducing the DC by 3 when they do.

Critical Success As success, plus one of the tasks is a "decision point," a location with two available tasks. Each team will choose one of two tasks to complete before moving on, so it's important to choose the one that's best suited to the team.

Success The PCs can see an obstacle course being set up in another part of Jatembe Park, with a stage and finish line set up at the end. It's likely this will be the final task of the Relay.

Critical Failure The Great Absalom Relay is a life-or-death competition, and only the winning team will survive the event.



Rick Molbrun

Hero Points

The players each have one Hero Point available at the beginning of this adventure.

TEAM INTRODUCTIONS

Before the Relay begins, each team has a moment on-stage to introduce themselves to the audience. As the PCs wait offstage, the previous team, the Zo! Media Superstars, are finishing their interview.

The audience laughs at a joke before Rick Molbrun collects their attention and turns back to the team of veteran reality stars in the spotlight. "And finally, what would you like to say to your competition?"

Liall Tharavull sneers at the camera drone, looking confident and smug. "Competition? There isn't any, Rick. This isn't our first game show. We've got years of experience in much more difficult competitions. This'll be a piece of cake in comparison. We're here, we're ready, and we've already won." She tosses her hair and smiles. "I look forward to seeing who wins second place from my spot at the finish line." With that, Liall and her team stalk off stage, posturing and posing for the audience. As she walks past, she whispers "Good luck," under her breath.

"And finally, we're thrilled to have some true heroes among us today! Please welcome... the Starfinder Society!" Rick calls. The crowd applauds as the spotlight illuminates the teal and copper uniforms. "Come on up and introduce yourselves!"

The PCs have a chance to impress the viewing public. Each PC has one minute to introduce themselves and demonstrate their abilities. They can attempt any DC 15 skill check to attempt to impress the audience; if a player is struggling to think of what to do, have Rick Molbrun prod them along by asking them what makes them special or what they bring to the team. If at least half the PCs succeed at this skill check, award the team one Race Point.

Race Mechanics

The Great Absalom Relay is a competition which uses the following rules throughout the adventure.

Clues: After completing a task, the PCs are given a clue to their next destination. To solve this clue, at least one PC must succeed at a DC 16 Diplomacy check to Gather Information, Computers check to Access Infosphere, or Society check to Recall Knowledge. A PC can substitute a relevant Lore check to Recall Knowledge at the GM's discretion, reducing the DC by 3 if they do. Successfully solving this clue enables the PCs to move to the next destination. If the PCs critically succeed at this check, award them one Race Point to reflect solving the clue quickly and navigating well through Absalom Station. In the event the PCs require more than 5 attempts to solve the clue, subtract one Race Point to reflect their difficulties, then proceed to the location—the PCs failed to solve the clue on their own and have to follow the other teams to their destination.

Tasks: Once arriving at each destination and learning about their task, the team must choose two PCs to complete the task. They must make this choice before learning what skills will be involved, and cannot change participants once the choice is made. Non-participants may loan the participating PCs equipment but may not otherwise assist in any way.

By the end of the race, each PC must have completed at least two tasks or receive a time penalty at the finish line; as long as each PC completes one task prior to the decision point, this requirement is met, but the PCs won't know that.

Each task lists several skills which can be used to complete it. Each round, the participating PCs can each attempt one skill check to complete the task, which represent approximately ten minutes of time. The DC for all these checks is 15 unless otherwise stated. A PC can substitute a relevant Lore check at the GM's discretion, reducing the DC by 3 if they do. The PCs must earn a total of four successes to complete the task and receive their next clue; critical successes count as two successes, while a critical failure subtracts one success from the total.

The team earns Race Points based on how swiftly they completed the task, as noted below.

1 Round: 3 Race Points
2 Rounds: 2 Race Points
3–4 Rounds: 1 Race Point
5 Rounds: 0 Race Points
6+ Rounds: Subtract 1 Race Point from their total.

Task 1: Perfexion

Clue: After leaving the starting line, the PCs find their first clue across the park with their packs: the menu for a fine-dining restaurant with the name of the restaurant withheld. The meals are ridiculously expensive, clearly among the priciest on Absalom Station, and include several courses. Curiously, the actual food served is unknown—the menu lists examples, such as Castrovelian eel soup and frujai frond steak on a bed of sautéed caypin rings with Akitonian ice cream for dessert, but the actual food seems determined by the chefs on a case by case basis.

This is the menu for Perfexion, a high-class restaurant popular for its experimental cuisine and psychic chefs who deliver what the guests didn't even know they wanted. The restaurant is not far from Jatembe Park, in the Eye of Absalom Station. Read or paraphrase the following when the PCs arrive at Perfexion.

A maître d' wearing a fine waistcoat guides competitors to a private dining area within the lavishly appointed restaurant. Each of the twelve tables has four well-dressed guests and a floral arrangement in the shape of a different team's logo. The room bustles with activity as competitors rush to and fro. An ysoki in a black and orange uniform and floppy chef's hat apologizes as she brushes past at waist height.

"These guests are waiting to be served," the maître d' explains haughtily. "You'll need to take their orders, then prepare the dishes in the kitchen before serving. Ensure they are up to our highest standards. We won't let anything leave the kitchen that isn't... suitable."

The two PCs who elect to complete this task must don chef's outfits before they can proceed. While in the secluded changing area, they are greeted heartily by **Nib** (mouthy female ysoki researcher), whose team (the Deep Cultures Institute) has already completed the task thanks to their telepathic anassanoi partner. Nib is very excited to meet fellow explorers and scholars and peppers the PCs with questions as they change. As the PCs depart, Nib wishes them good luck as she races off to rejoin her team.

Liall Tharavull

Task: The PCs must prepare and serve dishes for the four guests at their assigned table. One PC must prepare the meals using Nature, Society, Survival, or Thievery in the kitchen. Examples of relevant Lore skills include Cooking Lore and Restaurant Lore. Another PC will need to accept the orders; the guests refuse to simply state their orders, so the PCs will need to use either Arcana, Nature, Occultism, or Religion to magically divine their thoughts. Alternatively, a PC with telepathy can simply attempt a DC 14 Perception check to Sense Motive, while a PC without may try at a DC of 17.

THE COMPETITION

The Starfinder Society is competing against eleven other teams, each sponsored by a different organization. Aside from the DCI and the Zo! Media Superstars, these teams are largely intended as background characters, though GMs are free to enhance their role if their table is responsive to it. The other sponsoring organizations and team captains are as follows:

AbadarCorp: Miral of the Home Hearth (outgoing nonbinary vlaka merchant)

Arcanamirium: Marcella (hyperactive female pahtra technomancy student)

Aspis Consortium: Purpose-7 (cunning female android merchant)

Deep Cultures Institute (DCI): Nib (mouthy female ysoki researcher)

Eyeswide Agency: Couinn's Fifth Principle (fast-talking nonbinary contemplative investigator)

Free Captains: Captain Amal Sorrenti (boisterous male sarcesian pirate captain)

Knights of Golarion: Sericor Vin (gruff pangender human knight)

Skyfire Legion: Nilag and Hashazzok (male winterborn ryphorian and male red dragonkin bonded pair)

Stewards: Devhas Kemi (friendly nonbinary human enforcer)

Xenowardens: Salhi Adufu of Clan Adusei (cryptic male prismeni kasatha xenodruid)

Zo! Media Superstars: Liall Tharavull (charming and villainous lashunta media darling)

Task 2: Lorespire Complex

Clue: Upon completion of their task at Perfexion, the maître d' pulls out a datapad and electronically messages the PCs their next clue: a blueprint of a massive multipurpose complex containing offices, living spaces, a gym, library, auditorium, and at least one gallery or museum. In addition to the usual checks, any PC trained in Starfinder Society Lore automatically recognizes this blueprint for what it is: the headquarters of the Starfinder Society, the Lorespire Complex!

A series of marker flags indicate a path along the side of the Lorespire Complex grounds. The door at the base of one of the towers opens as the Zo! Media Superstars dash out, their next clue in hand. "Good luck, Starfinders!" Liall calls, before spotting a camera drone hovering nearby. Her tone turns cruel as she adds "You're gonna need it! Hope you ain't scared!" The team laughs as they run off.

Just inside the door, a sign sits at the base of a long spiraling staircase. "Two team members must participate in a classic Starfinder training exercise: climb these stairs, then rappel down the outside of the spire."

Task: As the sign states, two team members will need to climb the stairs and then overcome any fear of heights to descend along the exterior of the building. This can be accomplished with an Athletics or Acrobatics skill check, or a DC 17 Fortitude or Will save to simply tough out the challenge regardless of physical prowess. Examples of relevant Lore skills include Mountaineering Lore or Sports Lore.

Complication: Once the PCs have earned two successes, they hear cries of fear and pain. Next to them, two members of the Deep Cultures Institute are completing the task. Unfortunately, Nib has become hopelessly entangled in the cables and is beginning to panic. While her companion **Sessil Vand** (cautious male aiuvarin solar technologist) is trying his best to assist her, he's not having much effect. It's clear that if Nib doesn't calm down and extricate herself, she'll suffer serious injury. The PCs can attempt to aid Nib by untangling the cables using Athletics or Acrobatics or calming Nib using Deception or Diplomacy. The DC of these checks is 15, and two successes are required to assist Nib.

Nib

Aiding Nib takes time and will result in the PCs earning less Race Points than they otherwise would—ensure the PCs know that stopping to help will enable multiple teams to pass them. However, after the PCs rescue Nib, a drone arrives bearing a gift-wrapped package as Rick Molbrun gushes about the PCs' heroism and the audience cheers. Inside the box is a *cellular stimulant spell amp*.

If the PCs don't help Nib, she's injured, and the DCI drops out of the race.

Task 3: Click-Clack Club

Clue: After completing the rappelling task, the safety instructor hands the PCs their next clue: a small silver coin with a stylized robot on one side and the word "token" on the other. Investigation reveals that this is an arcade token used at the Click-Clack Club, a bar and VR arcade in the Arms which caters to constructed and cybernetic patrons.

Pulsing neon lights spill out of the arcade entrance to the street outside. "Welcome to the Click-Clack Club!" the android bartender yells over thumping electronic music as Relay competitors strain to listen. "Two members of each team will need to compete against the neighborhood champion in our newest VR cart racing sim. All you gotta do is win one race against him. Choose your drivers!"

Task: The PCs will need to choose two racers to compete against the champion. After the races are selected, the PCs meet the local champion—a seven-year-old verthani named Markos, proudly showing off his first augmentation (a data drive in his left arm). Despite his age, this racer has already mastered nearly every course and has incredible reflexes. The competitors will need to succeed at a Computers or Piloting check to play the game or a Reflex save to dodge obstacles. Examples of relevant Lore skills include Vidgame Lore and Racing Lore.

Task 4: Freemarkets

Clue: After defeating the local champion, the PCs are given a small golden figurine of a man in robes holding a key. On the base, the number "423" is engraved.

This figurine matches the statue of Abadar which stands at the entrance to the Freemarkets, a chaotic but popular shopping district located in Absalom Station's Ring. Pairing this information with the number 423 points the PCs to stall 423 at the Freemarkets, a thrift store called Second Time Around.

Upon arrival at the stall, the PCs are greeted by **Dot** (female gossipy ysoki businesswoman), the shop's proprietor.

The bustling Freemarkets are even more crowded today as camera drones and competitors surround this stall. A cheery ysoki woman holds court outside a cluttered store.

"Welcome, Relay racers!" she calls enthusiastically. "As you can see, I've got a bit of an overstock on these here accessories." She gestures to portable racks outside, full to bursting with cheap sunshades, drinking cups, comm unit charms, and hats that were in fashion two years ago at best. "Your next task is to find willing customers for these fine items! Sell at least 100 credits worth of merchandise, and I'll give you your next clue."

Any PCs who attempt to speak to Dot to ask for advice or help are informed "I'm not allowed to play favorites, so sorry honey," and earn a friendly wink from the ysoki.

Task: Two PCs must hawk these wares in the Freemarkets and sell enough to earn the team's next clue. They can do this by succeeding at a Diplomacy check to convince people to buy, a Deception or Intimidation check to hike the price, or a Thievery check to swap visitors' credsticks for accessories. Examples of relevant Lore skills include Corporate Lore or Mercantile Lore.

Task 5: Little Akiton

Clue: After selling enough of Dot's wares, the PCs are given their penultimate clue. Dot hands them photograph of a mural depicting an assortment of multi-species children holding hands in a garden beneath a cartoonish smiling sun.

This mural adorns the wall of the community center in Little Akiton, a ramshackle and community-minded neighborhood located in the Arms of the Station. Once the PCs locate this building, they're greeted by **Joia Mollen** (steely female hylki human retiree), an incredibly well-respected member of the tight-knit community.

A human woman with a kind smile rises from a comfortable rocking chair in the lobby of this cozy community center. "Greetings, Relay racers! My name is Joia Mollen and I welcome you to Little Akiton. This is your final obstacle before the final gauntlet, and I'm afraid you've reached a decision point!"

Final Gauntlet
BUMPER BRIDGE
PCS START HERE
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: URBAN SPRAWL

"You have your choice of two tasks to complete, each reflecting the culture of this wonderful neighborhood. All team members will need to participate, no matter which task you choose."

"Your first choice is to Live it Up! There's a block party just down the street, and they need some entertainment. A local dance crew will teach you a routine, and you'll need to perform it to the crowd's satisfaction."

"Alternatively, you can Choke it Down. Sunny's Diner is a neighborhood staple and the home-fried grubs in gravy are a particular treat. If each of you can finish a full portion, you'll be on your way!"

Task: As stated, the PCs must choose one of the two tasks to complete. They can switch at any time and begin from scratch with the other task, but doing so loses the PCs one Race Point every time they switch.

Live it Up: The entire party will need to learn a dance from a member of a local street dance crew, then perform it for a block party using Performance, Acrobatics, Diplomacy, or Deception. To complete this task, the party must earn a number of successes equal to half the number of PCs (rounded down) in the same round, to represent a successful performance. Examples of relevant Lore skills include Dancing Lore and Music Lore. Once they do so, **Nikk-Nakk** (fast-talking male ysoki mechanic) will give them their next clue.

Choke it Down: The party visits Sunny's Diner and must eat a huge platter of grubs in gravy, which Sunny-6 has also spiced with Slap-Your-MorlamawMaw hot sauce. Each PC will need to succeed at an Athletics or Survival check or a Fortitude or Will save to move on. Alternatively, a PC can cheat by slipping food into napkins or onto other plates using Deception or Thievery. Each PC cannot earn more than one success, but can Aid another PC. Once they complete this task, **Sunny-6** (jovial male android restaurateur) claps the PC who struggled the most on their back and hands them the next clue.

ADJUSTING DIFFICULTY

You can adjust the difficulty of **Final Gauntlet** in the following ways to make it easier or harder.

Easier: Apply the weak adjustments to the cy-boars.

Harder: Add one cy-boar to the encounter.

Final Gauntlet — Moderate

Clue: The final clue is a simple instruction: "The Great Absalom Relay ends where it began!" No checks are required to understand that this means racing back to Jatembe Park.

Once the PCs arrive at Jatembe Park, they must complete the final gauntlet, a colorful obstacle course built out of existing park structures. The PCs begin this course without difficulty but partway through, their rivals—the Zo! Media Superstars—attempt to take out the competition. Use the map on page 7 for this encounter.

"Should we do it, boss?" a stocky man asks Liall as the Zo! Media Superstars catch their breath at the end of an ornamental bridge.

"I'm not so sure, Russ. The techs said they weren't sure exactly what—" she begins to respond.

"Ah c'mon! They're right on us! Forget this, I'm doin' it." The man pulls a spherical grenade out of his pack and shouts "Enjoy this, Starfinders!" before hurling it toward the end of the bridge.

A burst of smoke and magical energy issues as the grenade collides with the ground. Before the smoke clears, the opposing team's expressions change to surprise.

"Uh... Have fun, Starfinders!" Liall shouts as she quickly ushers her team to the next obstacle.

Creatures: An experimental null-space conjuring grenade has released two augmented boars, fresh from the Zo!Dome's battle pens, onto the obstacle course south of the bumper bridge. Enraged, the cy-boars turn their attention to the PCs, attacking using Boar Charge or, if the PCs are on the bumper bridge or across the river, with their laser eyes.

Hazards: The bridge's rail has been replaced with automated bumpers, which can push nearby creatures off the bridge and into the water. The water's surface is 5 feet below the bridge. The water is 10 feet deep and calm (DC 10 Swim).

Competitors: While the PCs deal with the rampaging cy-boars, other teams arrive and attempt to pass them on the course. At the end of each of the listed rounds, the following teams arrive and attempt to complete the final gauntlet, which takes them two rounds each. As long as these teams are attempting the final gauntlet, a PC can attempt a Diplomacy check to Request that team's assistance during the battle. The DCs are noted alongside the team. If one group agrees to assist, each PC may treat one check per round as if they had been successfully Aided. If the Request was a critical success, or if two groups were persuaded, treat the Aid as a critical success.

Round 1: Free Captains (DC 18)

Round 2: Stewards (DC 16)

Round 3: DCI if the PCs' saved Nib (no check required), otherwise Knights of Golarion (DC 15)

BUMPER BRIDGE — HAZARD 0

UNCOMMON | COMPLEX | MECHANICAL | TRAP

Stealth +3 (trained)

Description The bumpers on the bridge push forward, attempting to knock competitors into the river.

Disable DC 16 Thievery (trained) to shut off the mechanisms

AC 13; **Fort** +9, **Ref** +3

Hardness 3; **HP** 16 (BT 8); **Immunities** critical hits, object immunities, precision damage

Into the Drink! ↻ **Trigger** A creature ends its movement on the bridge; **Effect** The bumper bridge attempts to Shove that creature into the river with an Athletics bonus of +9. If the triggering creature was not aware of this hazard, they take a –2 circumstance penalty to their Fortitude DC. The bumper bridge then rolls initiative.

Routine (3 actions) The bumper bridge attempts to Shove all creatures on the bridge into the river with an Athletics bonus of +9 (no multiple attack penalty).

CY-BOAR (2) — CREATURE 2

UNCOMMON | MEDIUM | ANIMAL | TECH

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +8, Computers +8

Str +4, **Dex** +1, **Con** +4, **Int** –1, **Wis** +2, **Cha** –3

AC 15; **Fort** +10, **Reflex** +5, **Will** +8

HP 40; **Weaknesses** electricity 3

Ferocity ↻

Speed 40 feet

Melee ❖ tusk +10, **Damage** 2d6+4 piercing

Ranged ❖ laser eye +8 (agile, range increment 40 feet), **Damage** 1d6 fire

Boar Charge ❖❖ The cy-boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

FINAL STANDINGS

The PCs' finish is determined by the number of Race Points they earn. The other teams are listed here in finish order; in the event that the PCs tie with another team, they win the tie and place just ahead of that team. Be sure to apply any adjustments incurred during the race to the opposing teams before calculating the PCs' final placement.

1st place, 12 points – Zo! Media Superstars
2nd place, 10 points – Free Captains
3rd place, 9 points – Stewards
4th place, 8 points – Knights of Golarion
5th place, 7 points – Deep Cultures Institute
6th place, 6 points – Eyeswide Agency
7th place, 5 points – Skyfire Legion
8th place, 4 points – Abadarcorp
9th place, 3 points – Aspis Consortium
10th place, 2 points – Arcanamirium
11th place, 1 points – Xenowardens

Obstacle Course

Task: After the PCs defeat the cy-boars, they can proceed with the obstacle course. All PCs work together to complete this course, which can be overcome by succeeding at an Acrobatics, Athletics, Crafting, Performance, Survival, or Thievery check. Examples of relevant Lore skills include Labor Lore, Media Lore, or Sports Lore.

Joia

CONCLUSION

After the PCs overcome the final gauntlet, they cross the finish line and complete the Great Absalom Relay. Compare their total Race Points to the Final Standings sidebar on page 9. If the PCs won the race, read or paraphrase the following aloud.

"Congratulations, Starfinder Society!" Rick Molbrun shouts over the blaring synthpop music. "You are the winners of The Great Absalom Relay!" Confetti cannons fire as the vidscreens around the stage light up with triumphant animations and messages from livestream viewers. "Your heroism and tenacity shone through, and you personally raised tens of thousands of credits for the Absalom Station Foundation. Well done!" To the side of the stage, Venture-Captain Arvin is grinning widely and nodding his head with pride. As a camera drone flies by, he flashes two thumbs-up to the audience.

Liall bounds on stage, holding her hand out to shake. "Heck of a race, Starfinders," she says. "Sorry about that last bit, some experimental tech went a bit haywire. No hard feelings, yeah?"

If the PCs placed in the top three teams but did not win, read or paraphrase the following.

"Well done, Starfinders!" Rick Molbrun calls as the Zo! Media Superstars celebrate their victory on the nearby winner's stage. "You may not have won the Great Absalom Relay, but you performed tremendously well. We saw that last scrape you got into; it may have cost you the race, but it was a great show. Thanks to your efforts, you personally raised thousands of credits for the Absalom Station Foundation. Amazing! Just amazing! Take a bow!"

Venture-Captain Arvin claps Rick on the back as he arrives. "You performed incredibly Starfinders, I couldn't be prouder of you. I'll be sure to get you booked for a night out at the Click-Clack Club, you deserve it after today."

As the closing ceremony concludes, Liall grabs the attention of a camera drone. "That's right, we won! As if there was any doubt!" She and her team pump their fists and shout "Zo! Media Superstars!" With a final grin she adds, "Life as a superstar is bright and I don't intend to quit shining! Victory today, tomorrow, and for life! I'll catch you next time, Pact Worlds."

If the PCs didn't place in the top three, read or paraphrase the following.

"Let's hear it one more time for all our teams!" Rick Molbrun calls from the stage as the last teams stagger in. "Thanks to all of their efforts, we raised hundreds of thousands of credits for the Absalom Station Foundation. Tune in next time for another spectacular showdown!"

Venture-Captain Arvin forces his way through the crowd as the music concludes. "Well, Starfinders, today wasn't your day, but that's alright! You performed admirably, and I'm proud of you. We'll make sure your next assignment is a little easier, perhaps a routine patrol in the Armada? Dinner's on me tonight, you earned it! Sunny-6 has a table waiting for us. I'll see you there."

Rewards: In addition to the rewards on their chronicle sheet, each PC is given shirts donated by Dot at Second Time Around that read "I competed in The Great Absalom Relay and all I got was this t-shirt." If the PCs place in the top three teams, they additionally receive a dragonsight flashlight. If the PCs win the Relay, they additionally earn the Great Absalom Relay Medal. Cross off any items they did not earn form the boon on their Chronicle Sheets.

Reporting Conditions: If the PCs won the Relay, check box A. If the PCs placed in the top three but did not win, check box B. If the PCs finished outside the top three, check box C. If the PCs helped Nib, check box D.

Cy-Boar

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-04
The Great Absalom Relay

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS	
LEVEL 1	140 credits
LEVEL 2	220 credits

Adventure Summary

You competed in the Great Absalom Relay, a live-streamed charity event. During the race you ☐ helped or ☐ ignored Nib, a researcher at the Deep Cultures Institute, when she was in trouble. While fighting cy-boars unleashed by the Zo! Media Superstars, you convinced the following groups to aid you: ☐ Free Captains, ☐ Stewards, ☐ Deep Cultures Institute, ☐ Knights of Golarion. You ☐ won, ☐ placed in the top three, or ☐ lost the Great Absalom Relay.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique Achievement Boon: **The Great Absalom Relay**.

The Great Absalom Relay (Boon): You participated in the Great Absalom Relay. If you came in the top three, you gain access to the dragonsight flashlight. If you won, you additionally gain access to the Great Absalom Relay medal. You can purchase these items following the usual purchasing guidelines.

DRAGONSIGHT FLASHLIGHT

UNCOMMON TECH

Level 2; **Price** 220 credits

Usage held; **Bulk** L

The latest innovation from Frozen Trove Labs is a tactical flashlight (*Starfinder Player Core 239*) with special filters which can be activated to locate hidden objects.

Activate—Enhancement Filter ❖ (manipulate); **Frequency** once per day; **Effect** All creatures gain a +1 item bonus to Perception checks to locate hidden things in the area of the dragonsight flashlight's light, such as hidden traps and secret doors, for 30 minutes.

GREAT ABSALOM RELAY MEDAL

UNCOMMON TECH

Level 2; **Price** 250 credits

Usage worn; **Bulk** –

This medal marks you as the winner of The Great Absalom Relay, and the embedded data drive contains a full recording of the event broadcast. Fans of the event recognize you while wearing it and are more willing to assist you. You gain a +1 item bonus to Diplomacy checks made to communicate with residents of Absalom Station.

Notes

EXPERIENCE	
	Starting XP
+	XP Gained (GM ONLY)
=	Final XP Total

CREDITS	
	Starting Credits
+	Credits Gained (GM ONLY)
–	Credits Spent
=	Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: F67L

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**